



XBOX



NEIGHBOURS FROM HELL

MANUAL

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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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What's it all about?

You control and play the character Woody, the star of a reality TV show, who constantly feels the urge to play tricks on his intoleralbe neighbor - Mr. Rottweiler. This guy generally does not know how to behave, he pollutes the environment, is always making a racket and has no respect for other peoples property.

No matter where - in the house, at the beach or on the cruise ship - our friendly hero has one prank after the other in store for Rottweiler, but he also has to make sure nobody catches him! Of course the audience is on Woodys side, and the shorter Rottweilers temper gets, the louder are the screams and laughs from the audience.

Every successful prank is accompanied by a frenetic applause and resounding laughter. In the second season it's time to hit the countryside and in the third season, Woody will also have to keep his eyes open for Rottweilers mom - or she will beat him up as well.

For every successful prank, Woody receives coins from the producers of the show. A certain number of coins are required to be able to unlock the shows for the next season. That means you have to whip yourself into shape and find as many pranks as possible!

And if you keep your eye on the anger-level and play all the pranks in one episode as quickly as possible in sequence, you will be rewarded with a hilarious animation of Rottweiler losing his temper...

The characters

All protagonists you will encounter in the game are introduced here in short form. But only Rottweiler and his mom are truly against Woody. If he is in the same room with one of them and they discover him he will be beat up and loses one life.



- **Woody:** The main character of the game. You control Woody, leading him through the different settings and playing tricks on Rottweiler. But make sure you don't get caught!



- **Mr. Rottweiler:** This is Woody's opponent and thus, your worst enemy! To regain strength after falling for all of Woody's pranks, he finally flees on board a cruise ship for some vacation. Will he really enjoy his stay?



- **Rottweiler's mom:** Mr. Rottweiler's beloved mom finally comes to rescue her dear son. She might push Rottweiler around a lot, but she also beats up Woody when she catches him!



- **The dogs:** Fifi is moms true little darling and Mutts is Rottweilers dog. If anything happens to Fifi while Rottweiler is supposed to be taking care of him, mom will be there in no time...



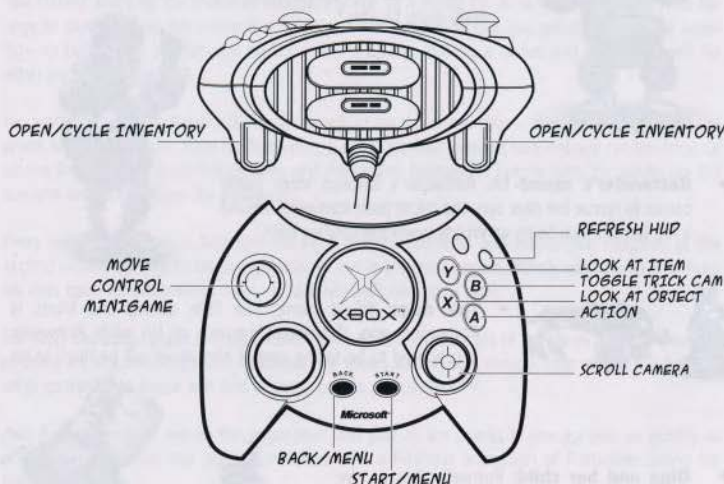
- **Olga and her child:** Rottweiler has an eye on this muscular ex-sports woman. If possible, he would do anything he can to impress her. Olga's child is always playful and in a good mood - unless Rottweiler turns up to bother him (as usual). But heaven forbid that Olga sees that...

- **Additional people or animals:** The employees on the ship or in the numerous stores and sights of interest liven up the scenery. The faunae (and flora) however, are also at daggers drawn with Mr. Rottweiler. Or is he with them...?! It doesn't matter - in any event, they also have one or two tricks in store for him as well...





Controls



Buttons	Action
Left thumbstick	Move Woody, control mini-games
Right thumbstick	Control camera
Release right thumbstick	Camera focuses back on Woody
Press right thumbstick	Toggle trick camera
Left trigger	Open inventory /select objects (turn counter clockwise)
Right trigger	Open inventory /select objects (turn clockwise)



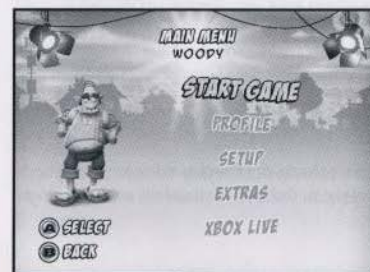
A	Standard activity (depending on the situation): <ul style="list-style-type: none"> Take Hide/Leave hiding place Start/quit mini-games Install trick Combine objects
B	Toggle trick camera
X	View object
Y	View object in inventory
Black	Refresh stats (showing anger and coins)
BACK	Menu

In menu, use the left thumbstick or the directional pad to scroll through the options. Confirm your selection with the A button and return to the menus with the B button (no selection).

Note: The buttons and triggers that can be used in certain situations are always also shown on the screen and a short description is provided!

The menus

1. Main menu



After starting the game you will encounter the main menu. This is where you may choose from the following options:

• START THE GAME

This is where you start the game if you are playing for the first time. You can also continue games you have previously started from here.





- **PROFILE**

If you are starting the game for the first time, this is the screen you will immediately encounter. You will be prompted to create a new profile, load a profile or play without a profile.

- **SETTINGS**

In the settings menu you will find the respective buttons for game, music and other settings (also view the paragraph under "Settings" a bit further below).

- **EXTRAS**

This is where you will discover some of the goodies we have in store for you, such as the intro video, sketches from the graphics artists (are unlocked later on in the game), the outro video (unlocked as soon as you've played the last episode) and the credits (where you can read through the list of names of all the talented people, who have developed this game for you).

- **XBOX LIVE**

This menu offers you access to the Xbox Live Aware service. You may sign in and out, view your friends list and see their current presence (on- or offline). With *Live Aware* you have the possibility to accept invites from your friends during the game and you will be notified as soon as they sign in.

2. Game mode

- **CAMPAIGN MODE**

You have three lives and your job is to win a certain number of coins in the episodes for one season in order to unlock the next season. The number of coins you require is shown in the upper right, in the episode selection field.

- **ANGER MODE**

You have one life, and your job is to achieve a certain anger-level per episode for Mr. Rottweiler, in order to unlock the next season. In the upper right in the episode selection field you can see how much anger is still required.

- **FREEPLAY MODE**

As soon as you have found all the pranks in one episode, the Freeplay mode for that episode is unlocked. In the Freeplay mode it is much easier to reach Mr. Rottweiler's maximum anger level for a specific episode.

- **NIGHTMARE MODE**

In this mode (which becomes available when you have successfully finished all episodes in the game) you only have one life and your job is to play through every single episode, one after the other. But be careful: as soon as you have lost this ONE life, the game is over!

3. Profile



- **CREATE**

To create and save your profile you require a memory unit (Xbox - hard disk or card). However, if you decide to play without a profile, your game will not be saved and all data for your game is lost when you quit the game or turn off the console.

Note: If you play with a profile, you can save after every episode. Your progress will be saved!

- **LOADING**

If you have already created one or more profiles you must select one at the beginning of the game, which will then be loaded. The profile includes the player name you have selected and all data for the episodes you have previously played.

- **DELETE**

To delete a profile or make space on your storage media for your profile, simply use this function.

- **SAVE**

You can use this option to save your profile. You are asked to save your progress after each single episode, but if you decide to stop playing during an episode, you can save your progress here..





4. Settings

This is where you will find the respective possibilities to adjust the different settings in the game. Individually, these are:

- **SOUND**
 - ➔ **Effects (throttle):** Adjust the volume of all sound effects in the game.
 - ➔ **Music (throttle):** Only adjusts the volume of the music in the game.
- **CONTROLLERS**
 - ➔ **Overview controller configuration:** An image shows you the function of all buttons, triggers and thumbsticks.
- **GAME**
 - ➔ **Vibration OFF/ON:** Select whether you would like vibration function in the game turned on or off.
 - ➔ **Tooltips OFF/AUTO/ON:** Select whether tooltips should never appear, appear 1x (default) or always appear.
 - ➔ **Trick camera OFF/ON:** Is the trick camera turned on then it will sway to Rottweiler shortly before every successful prank occurs. In this case the rest of the game story is then paused for a short moment! If the trick camera function is turned off you will be prompted before each prank.
- **RESET (Return to default settings)**
 - ➔ **YES/NO:** This function allows you to delete all your previously made settings and returns them to the default status.

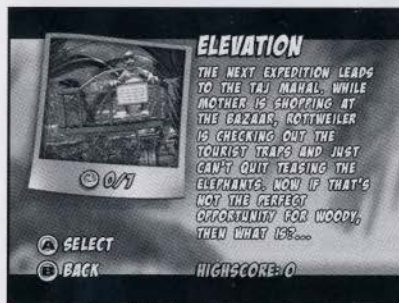
Note: Your configuration will be saved, if you decide to save your profile or if you save after you've won an episode!

5. Episode selection:



- This is where you select the episode you want to play. You can see all the episodes for one season on the screen. Although the arrows show a certain sequence, you may select any one of the 6 episodes. If you are playing the game for the first time you will only be able to play the first season.

- The second season is not unlocked until you have collected the required amount of coins. In addition, this screen shows you which episodes you have already successfully completed and your score per episode.



- A separate screen offers you detailed information concerning the selected episode. You will receive information on the story of the episode and the number of possible pranks you can play. If you have already successfully completed an episode, that is also displayed here.





6. Game menu:



- **PLAY**
This button returns you to the game.
- **SCORE**
This shows you your current amount of points.
- **SOUND**
Adjust the volume for sound effects and music.
- **SETTINGS**
The settings can be changed even while playing the game.
- **XBOX LIVE**
Here is your key to all functions of the Live Aware Services.
- **QUIT**
Quit the running episode and return to the episode selection menu.

The game screen

As soon as you start an episode the perspective switches to this screen. This is where you can move Woody through rooms or locations, collect objects, play tricks on Rottweiler and where you try not to be caught causing trouble!

By clicking on the BACK button during the game, you will open the game menu. The game menu offers the following options:

Note: While you are viewing the game menu the game is paused!



The following elements are visible on the screen when you refresh the display during the game (press black button):



- **Anger level:** As soon as Rottweiler becomes the victim of a prank, his anger value climbs. And if he gets angry again after that, his anger value climbs even higher. However, if Rottweiler comes across a situation (where a prank would be possible) and he doesn't get angry, his anger value returns to where it started.

Note: The only way to reach the highest possible anger level is by continuously playing pranks on Rottweiler and never letting his anger value sink.

- **Coins:** This is where the player can see how many tricks (=coins) he/she has already played and how many still need to be played.
- **Lives:** Shows how many lives Woody has left.
- **Timer:** Underneath the life counter you will see a digital clock that shows the time elapsed, starting at the beginning of each episode.





The following elements are faded in depending on the situation in the game:



- **Inventory:** As soon as one of the two triggers (left/right) are pulled, the inventory appears. Your inventory includes all items Woody is carrying. You can scroll clockwise or counter-clockwise through the list of items with the two triggers. By pressing the Y button, a short descriptive text appears for the currently selected object.



- **Speech balloon:** When Woody is viewing an object, a balloon appears showing a short description of the object.

Note: Some of the texts include small hints pointing towards the correct usage of the object or the suitable prank for that object!



- **Thought balloon:** When Woody approaches an object that he can use, a thought balloon appears above his head. You can see the respective object in this balloon. If Woody doesn't take the whole object, but instead he takes an object out of the other object (for example the pliers out of the cabinet), the object he takes is shown in the balloon for a short moment.



- **Idea balloon:** The idea balloon above Rottweiler or his mom's head shows what he/she feels like doing, where they are going and what they are going to do there. A few seconds before and while the character is doing a certain activity, a respective symbol will appear in the balloon. For example, if Rottweiler is thirsty and he wants to get a cocktail from the bar, a cocktail glass will appear in the idea bubble.



- **Time bar (characters):** While Rottweiler or his mom are sleeping, or if they are distracted for some other reason, the time that passes will be shown in a time bar. A progress bar showing the elapsing time will appear next to the respective character.

Note: As long as a character is sleeping or is distracted, Woody can carefully sneak around the room, without being beat up right away. However, if Woody is too loud, the time will elapse more quickly.



- **Time bar (pranks):** Some pranks only last for a certain period of time (for example a wild animal would run away after a certain period of time, and not just sit there and wait forever). In this case, a progress bar showing the elapsed time will appear next to the prank object.



- **Tooltips:** All the important situations appearing for the first time in the game are described in detail in the form of a tooltip. You can change this option according to your desires in the Settings menu.

End of an episode:

After completing an episode, a score window will appear showing you how well you have done in the episode:



- If the player was able to collect all coins available in one episode, then this episode will automatically end. The episode is then marked as successfully completed – “PASSED!”.
- If the player loses his (last) life, then the episode will also automatically end. No notification – “FAILED!”.





- If the player successfully finds all pranks and also managers to push Rottweilers anger level to the max., the player will then receive a bonus. And if the player managers to lead Rottweiler into every prank in the episode in sequence, he/she will push him over the cliff once and for all – „GOOD!“.
- If the player reaches this goal without getting a penalty, he will be rewarded with the rating „PERFECT!“

The player can also quit an episode by clicking on the respective option in the game menu. The episode is then not marked as successfully completed, but the player receives a score which might give him/her the necessary coins to advance to the next season.

Note: Once you have successfully completed an episode, this will be shown in the episode selection window (= the best score)!

Activities



- **Move:** Use the left thumbstick to move Woody around in a given setting, to change rooms, etc. All the other characters proceed according to a fix daily schedule.
- **Sneak:** If Woody is caught in the same room with Rottweiler and his mom, he will be beat up and he loses one of his three lives. However, if they cannot see Woody, i.e. because they are sleeping or distracted somehow, Woody can sneak around the room without worries. But be careful! Make sure he is not too loud! A time bar (next to the character) shows you how long Woody can remain in the room without being noticed - and if Woody is too loud, time elapses faster than usual.
- **View:** By pressing the X or Y button, Woody can look at an object from up close. If the object is located in the game environment you must use X. Use Y if the object is in your inventory. The description of the object appears in a speech balloon.
- **Take:** Woody will place certain objects in his inventory by pressing the A button. You may not take objects out of your inventory and place them anywhere in the game environment.



- **Combine (exchange):** You may only use objects from you inventory in certain situations at provided locations. By doing so, either a new object will be created or the two objects are exchanged.
- **Install (trick):** Certain objects turn into tricks if they are used. When Rottweiler walks past this object or uses it, he becomes the victim of the prank. For every prank that Rottweiler falls for, Woody receives one coin.
- **Hide:** Woody can also hide in or behind certain very large objects. Once Woody is in a hiding place like that, he may remain in the same room with Rottweiler and/or his mom - without being caught.



- **Mini-games:** In order to do certain activities with objects, the player must successfully complete a small mission before the desired result can be achieved:

Note: All mini-games are controlled with the left thumbstick!

1. **Dexterity:** The object has to be kept in the centre of your target – use your thumbstick for this tricky challenge. The greener the dart board turns, the closer you come to succeeding.
 - ➔ Once the dart board is totally green, Woody receives the object or his preparations for the prank are successfully completed.
 - ➔ If you move away from the center of the dart board, the green coloration fades. If the coloration fades completely, then Woody has failed to complete the activity. And...Rottweiler turns up (no matter where he currently happens to be)!
2. **Hide:** Balance the ball in the middle of the seesaw as long as possible. As soon as the ball falls off, Woody also falls out of his hiding place. In this case, Rottweiler and his mom are only startled if they are in the same room with Woody!
3. **Find:** Each barrel must be rotated until you can see the same object on each barrel! Only then have you successfully completed the game!





Note: You may quit any of the three mini-games at any time during the game; however, you must start the mini-game from the beginning the next time you play!

Hunting

If Woody gets caught by Rottweiler or his mom while he's pulling one of his pranks, but manages to leave the room/location on time, Rottweiler will chase him.



- If you accidentally lead Woody into a room where, for example, Mr. Rottweiler is doing something, you have a short second of shock to turn around and leave. Simply let Woody walk backwards and he will immediately turn around and leave the room. However, if you wait too long, Rottweiler will chase him.
- If mom discovers Woody she will call her son, who will immediately come running and then start walking through every room to find Woody.
- The hunt will go through every room/location in the episode and will not stop until a certain amount of time has elapsed. Make sure you don't set off another alarm or let Rottweiler find you before the required amount of time has passed.

Good to know!

Episode: The title and contents of an episode give hints pointing towards the daily schedule Rottweiler has planned (and therefore, also pointing towards the story of the episode).

Season: In each season you will see six episodes. You do not have to complete the episodes in any given sequence. However, the makers of the game have tried to order the seasons and episodes according to their level of difficulty; The first episode being the easiest, the last episode the most difficult. If you manage to collect the necessary amount of coins in one season, the next season will be unlocked.



Tricks (and accessories)...

Objects: At the beginning of each episode, Woody's inventory is empty. You must first help him find and collect the objects he requires to pull his pranks. In doing so, you will discover different types of objects:

- ➔ **World objects:** These are generally all objects that can be found in the game environment. They can be hidden or serve as part of the setting. Of course, only objects that arouse Woody's attention, causing him to form a speech balloon over his head with the picture of the object in it (for example "sea shells" at the beach or "harpoon" on the cruise ship), are objects interesting for your mission. These are the only objects you may (possibly) use to play a fun trick.
- ➔ **Container:** These are special types of objects in the game environment. When you select an object in the game environment and Woody suddenly screams "Ha!" and starts gesturing respectively, then you have discovered a container. Woody automatically grabs the object in the container and places it in his inventory.
- ➔ **Hiding places:** These are very special objects, in which/behind which Woody can hide from Rottweiler or his mom. When Woody selects an object like this, he will then hide, making himself invisible for Rottweiler if he is located in the same room.
- ➔ **Inventory objects:** These are all the objects Woody finds and places in his inventory. The inventory objects are the most important tools for Woody. He uses them to prepare his pranks for Rottweiler. The simple trick-formula is as follows:



Inventory object + world object = prank

Note: Woody can also apply certain game environment objects directly to play a prank on Rottweiler! In this case you must walk over to the respective object and activate it, upon which Woody will pull the prank for that object.

Thus, all you need to do to pull a prank is combine an inventory object with an object from the game environment. Woody will then prepare the respective trick.





Note: Sometimes the two objects will not be combined, but instead exchanged!

Trick victim: It won't take long until you see your success. As soon as Rottweiler walks past one of the tricks Woody has prepared, it's time to accept the inevitable:

- ➔ Mr. Rottweiler gets angry, loses his temper and starts jumping around and yelling. The audience goes wild and as a reward, Woody receives a coin. What else can a person want?
- ➔ In addition, you can use the pranks to slow Rottweiler down while he's doing his daily routine. When something is broken, for example, he usually feels the urge to fix it right away.
- ➔ In any case, Rottweilers anger level climbs with every successfully played trick, provided he falls for each trick in sequence.

Note: By the way, Woody is a pretty clever guy and doesn't fall for his own tricks. For example, he can walk past the soap laying in a puddle without falling down and injuring himself!

Don't get caught: Woody is in a room when he closes the door, leaves the stairway (he used to enter the room) or when he manages to avoid the hindrance near the passage on the zigzag course. Accordingly, Woody has left a room when he starts walking through the door or the stairway, or when he starts passing the zigzag course. The same rule applies for Rottweiler and all the other characters!

Rottweilers daily schedule: In each episode, Rottweiler spends the days according to his own daily schedule. For example, he might drink a beer to start the day, then he'll take a bath, have a bite to eat, and return to his beer. The specific daily ritual continues day in and day out, until the end of the episode. If it wasn't for Woody...

Characters daily schedule: All the other characters appearing in an episode also have their normal, fix routine for the day. However, they aren't quite as free to move as Rottweiler and are usually limited to one or two rooms.

If something is broken or missing: If something that Rottweiler wants to use is broken, he will fix it. If Rottweiler notices that an object is missing, he is surprised for a moment and then continues with an appropriate activity. For example, if Rottweiler wants to read the newspaper but it's missing or it is irreparably broken, he can't read the newspaper, waits a second and then continues with the next activity.

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